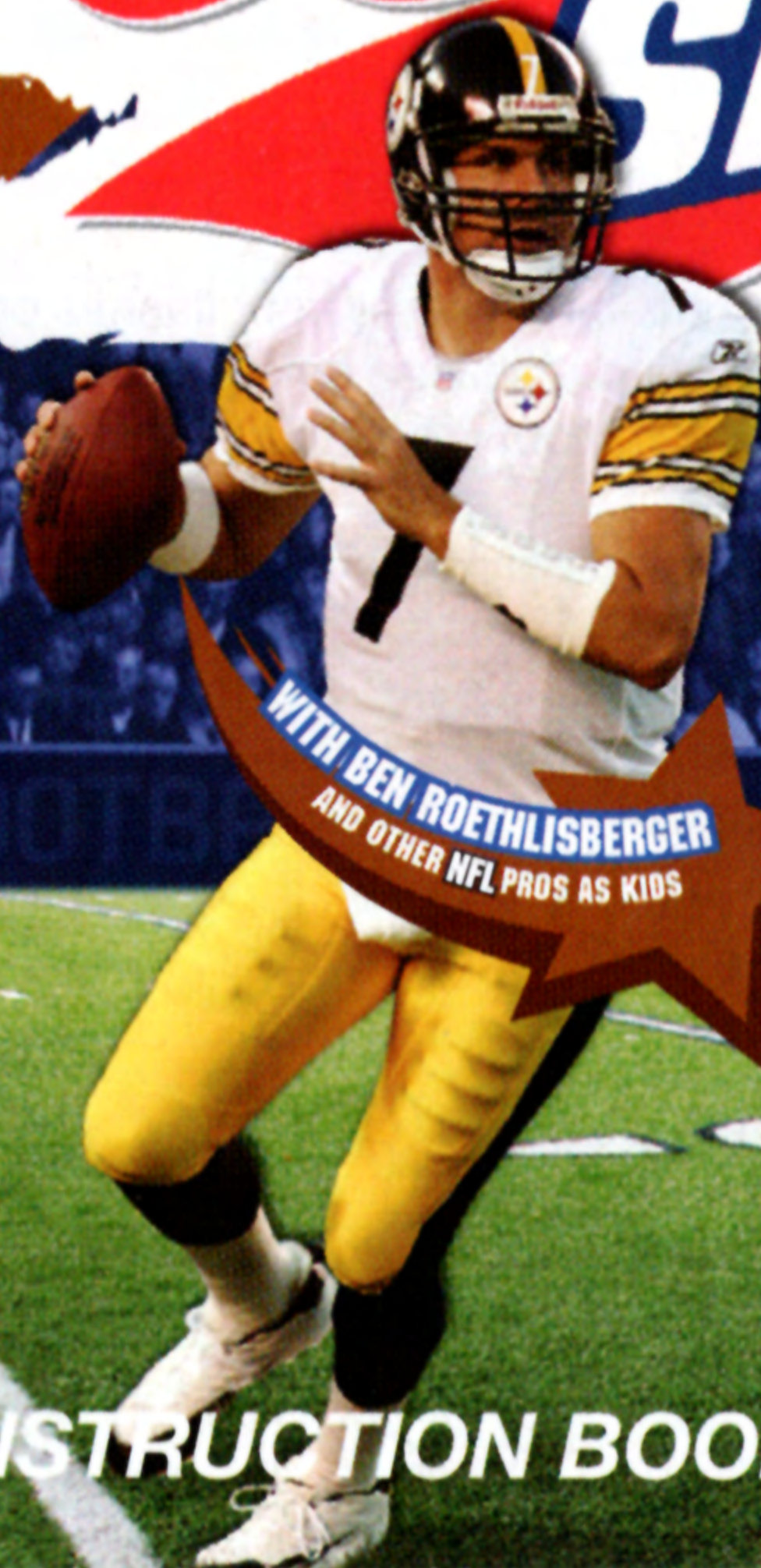


GAMEBOY ADVANCE

AGB-BF7E-USA

Backyard SPORTS™



WITH BEN ROETHLISBERGER
AND OTHER NFL PROS AS KIDS



ATARI



FOOTBALL
2007



NFLPLAYERS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.



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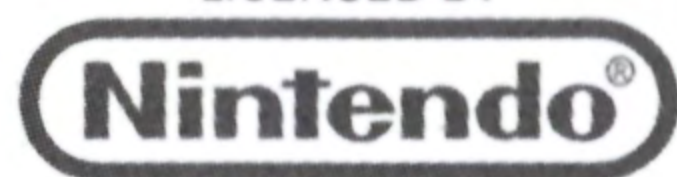


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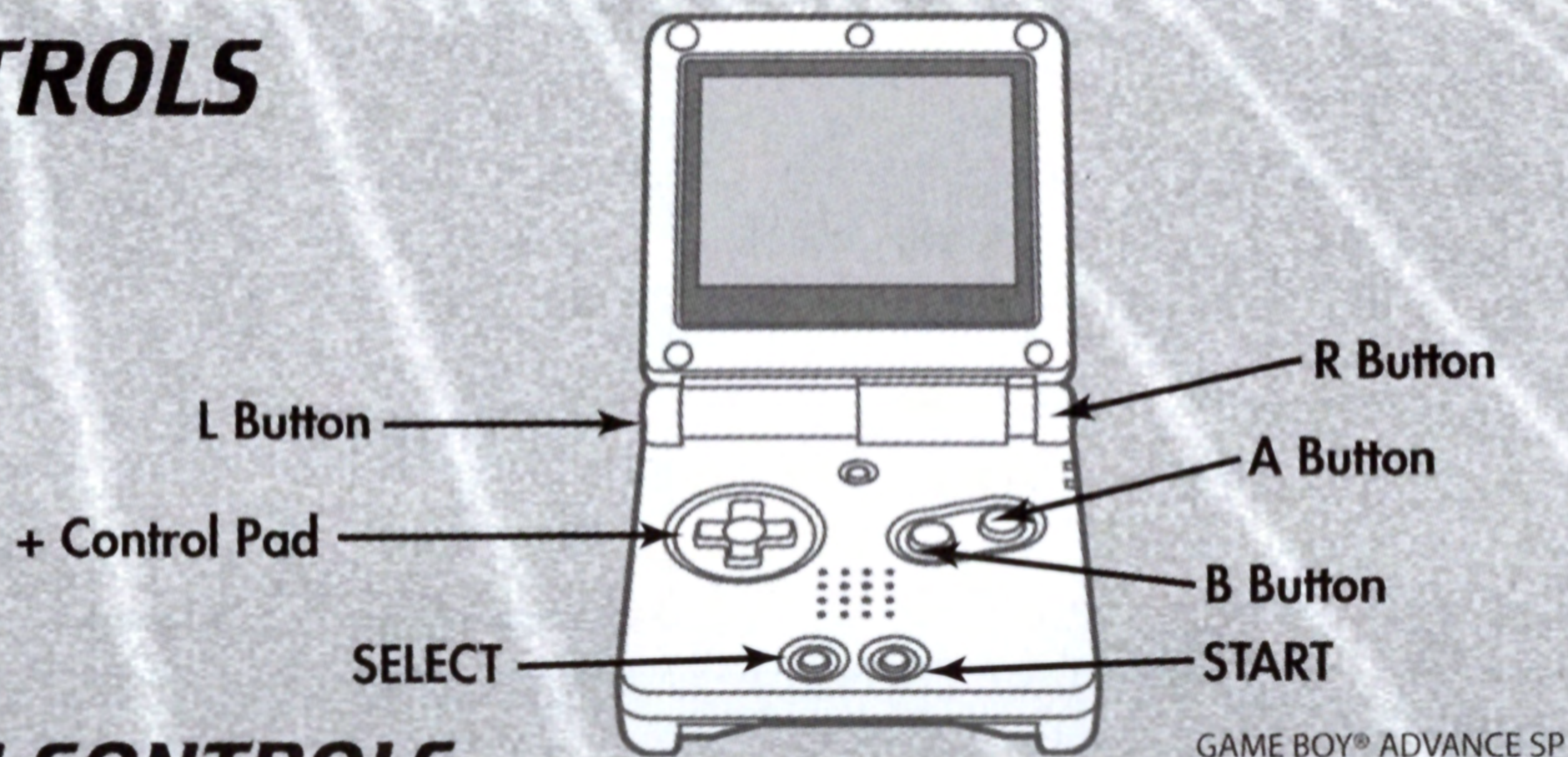
WELCOME TO BACKYARD FOOTBALL® 2007!

Create the football team of your dreams! It's great football action with the Backyard Kids and real pros as kids. Pick your team, logo, and playing field. Play single games or an entire season. It's the chance of a lifetime to play with the pros right in your own backyard!

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the Backyard Football® 2007 Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS



MENU CONTROLS

CONTROL

+ Control Pad

A Button

B Button

START

SELECT

ACTION

Highlight Menu Choices

Confirm Selection

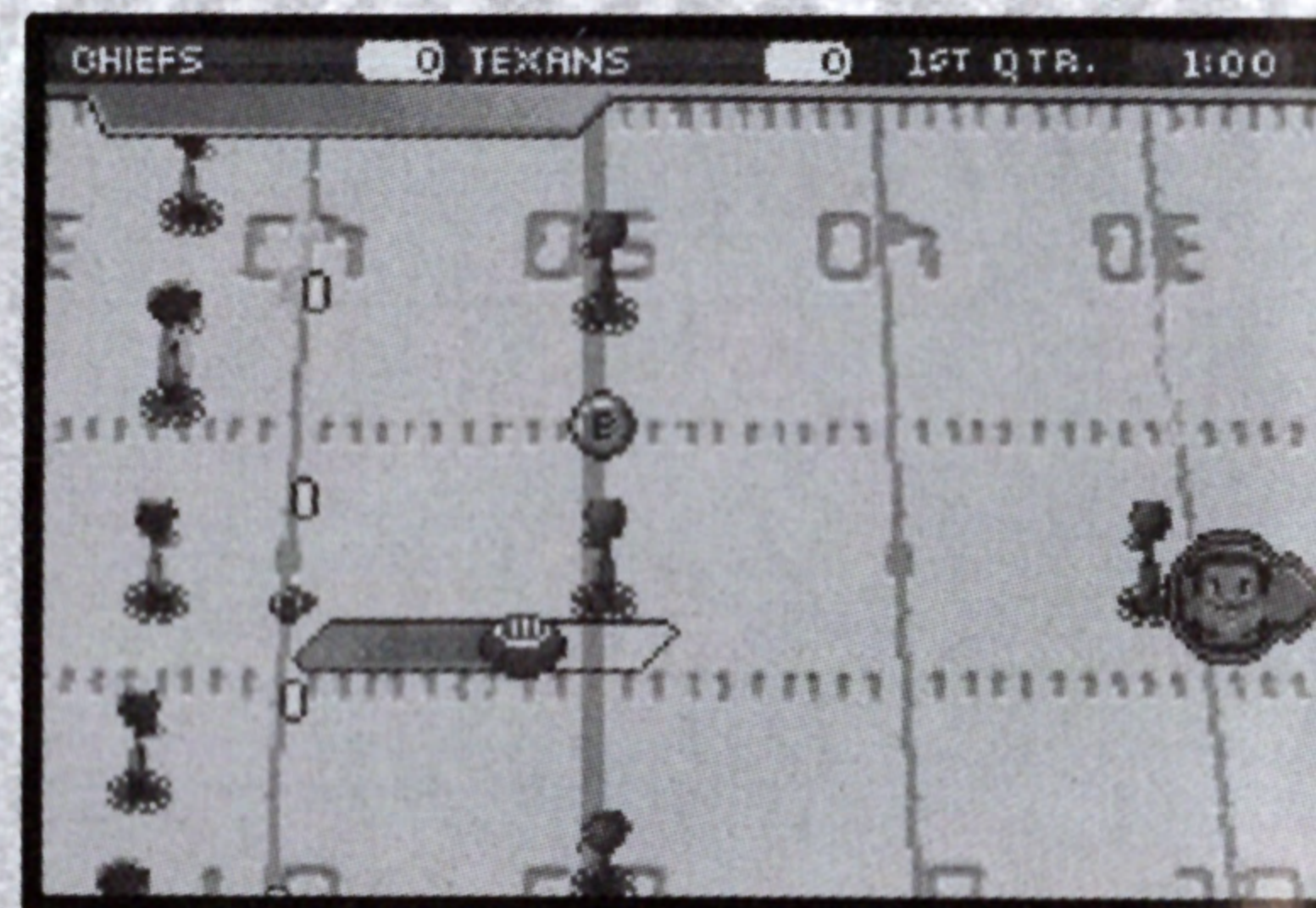
Return to Previous Menu

Confirm Selection
Choose Random
Pause Game

Access Info

GAME CONTROLS

Press the A Button to select a kicking play. Then use the A Button to position the yellow kick-off arrow and set the ball's direction. Next, use the A Button to set the red distance meter and set the distance of the kick.



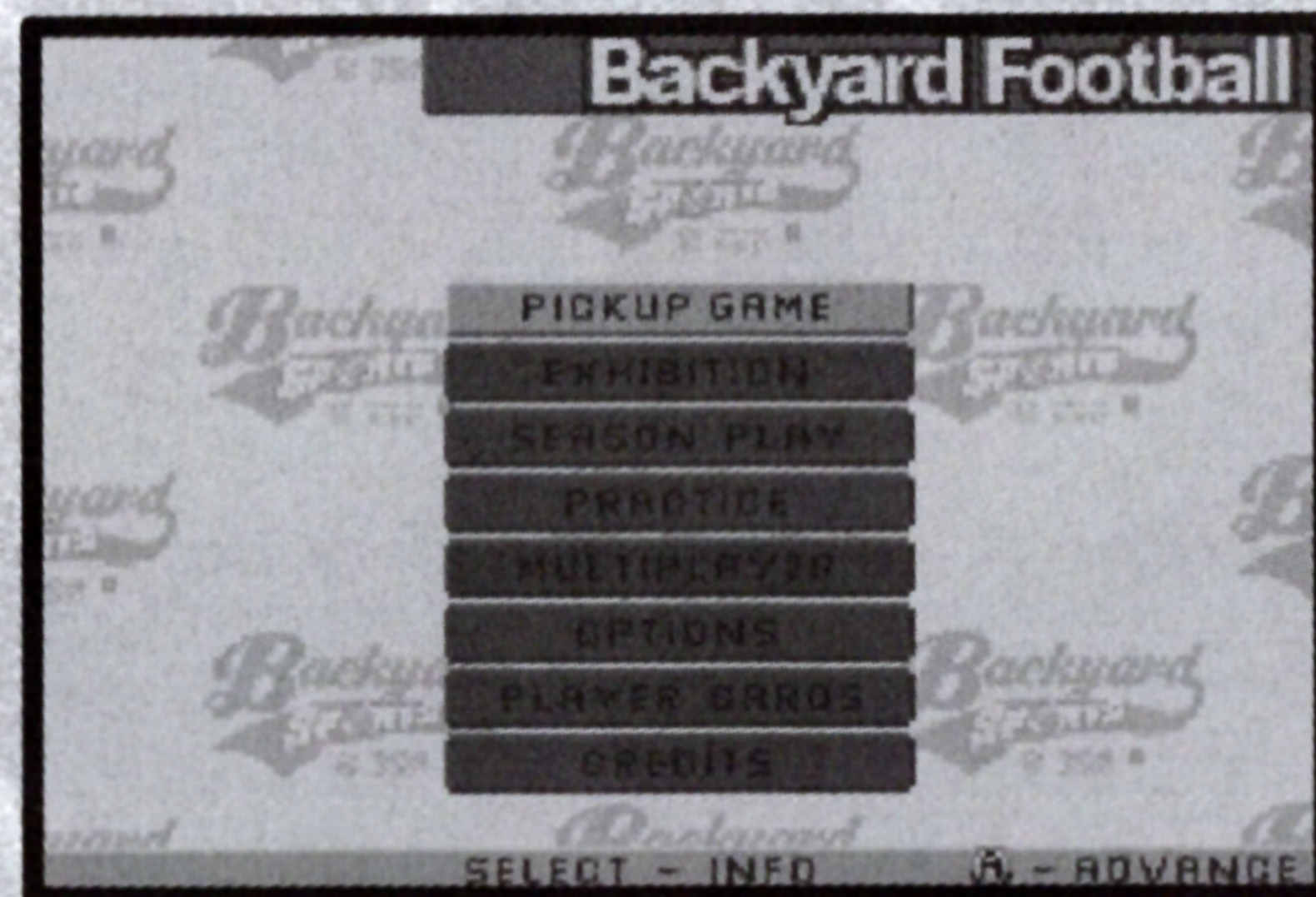
POST-HIKE CONTROLS

CONTROL	ACTION (OFFENSE)	ACTION (DEFENSE)
+ Control Pad	Direct movement of selected player	
A Button	Speed Boost	Speed Boost
B Button	Throw to receiver with B icon	Switch to closest defender
L Button	Throw to receiver with L icon	Shoulder charge
R Button	Do evasive move (spin or stiff arm) past line of scrimmage	Dive
START	Pause	

MAIN MENU

From the Main Menu, you can select from the following:

- PICKUP GAME
- EXHIBITION
- SEASON PLAY
- PRACTICE
- MULTIPLAYER
- OPTIONS
- PLAYER CARDS
- CREDITS



GAMEPLAY MODES

Pickup Game

Choose this mode to jump right into a pickup game with a pre-selected team name, players and opponent.

Exhibition

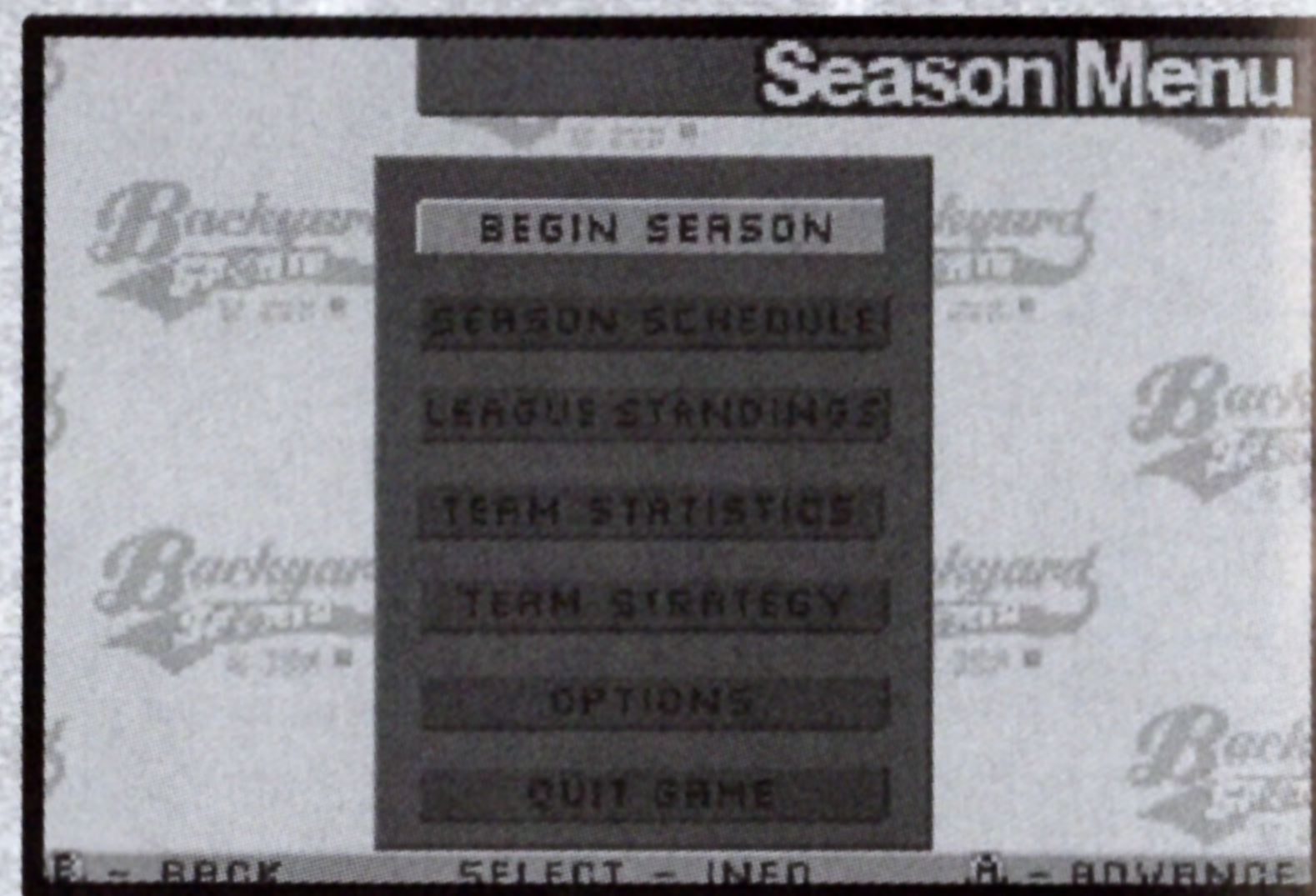
Choose this mode to play a pickup game as the coach; pick your team, field, weather conditions, and players. Note: if you do not want to hand-pick each player individually, press START to have random players chosen for you.

Season Play

Choose this mode to play through an entire season. Certain game, team and player statistics will be tracked as you advance through the season. The winner advances to the playoffs!

Once you have signed in as the coach and set the difficulty level, home field, team and players, the Season Menu appears. From there you can select from the following:

- Begin Season/Next Game – brings you directly into the next game of the season.
- Season Schedule – view the teams you will play this season.



- League Standings – show your team's ranking against the rest of the league.
- Team Statistics – show your team's records (see chart on page 16).
- Team Strategy – brings you to the Time Out Options menu (see page 14).
- Options – same as those accessed from the Main Menu (see page 7).
- Quit Game – to Quit and save, or just Quit without saving.

SAVING

When you quit a season game, the game will prompt you to save. Your season will be saved from that point.

LOADING

When starting a season game, you can load your saved game by selecting Continue Season.

Practice

Choose this mode to test your football skills and brush up on the basics of the game.

Multiplayer (Two Player)

Two Backyard Football 2007 Game Paks, two Nintendo® Game Boy® Advance systems and a Game Boy® Advance Game Link® Cable are required for linked games. Two-player Multiplayer is the only configuration supported.

Choose this mode to play against a human opponent on another Nintendo® Game Boy® Advance system via the Game Link® Cable. From the Main Menu, both players must select the Multiplayer option. Note: The person connected to the purple connector on the Game Link® Cable serves as the host.

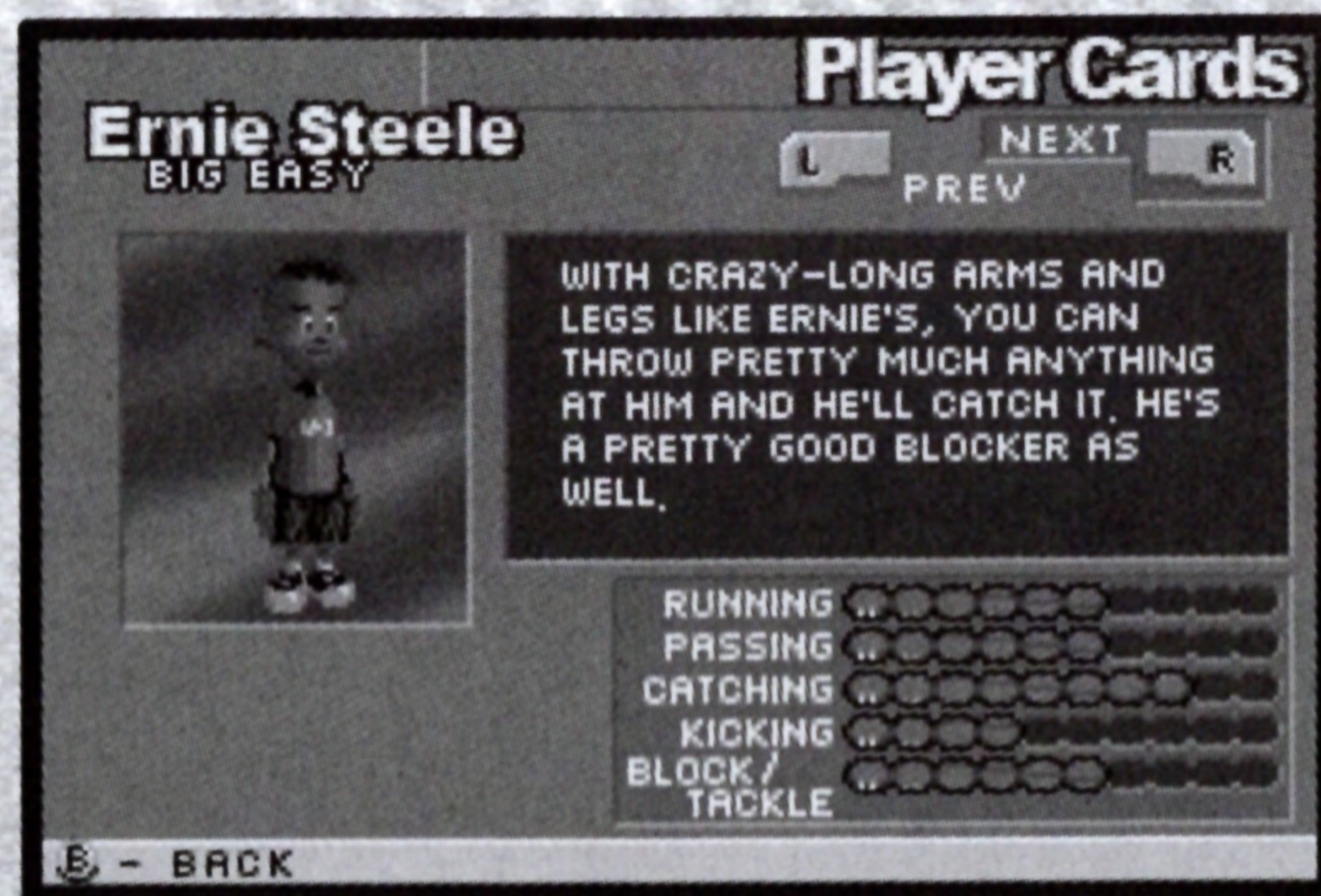
This mode can be played with 1, 2, or 3 minute quarters to make the game length of your choice.

Options

Choose this to toggle ON/OFF the options for Music and Auto-Save After Every Game.

PLAYER CARDS

View the individual player cards, which list each player's skills and background information. Use the L Button or R Button to scroll through the players.



CUSTOM PLAYER

Create a custom player for your team.

When on the Player Select screen, choose the icon at the bottom of the list that has a question mark on it. Then press the A Button to go to the Custom Player Card screen. Choose the nickname and physical attributes of the custom player.



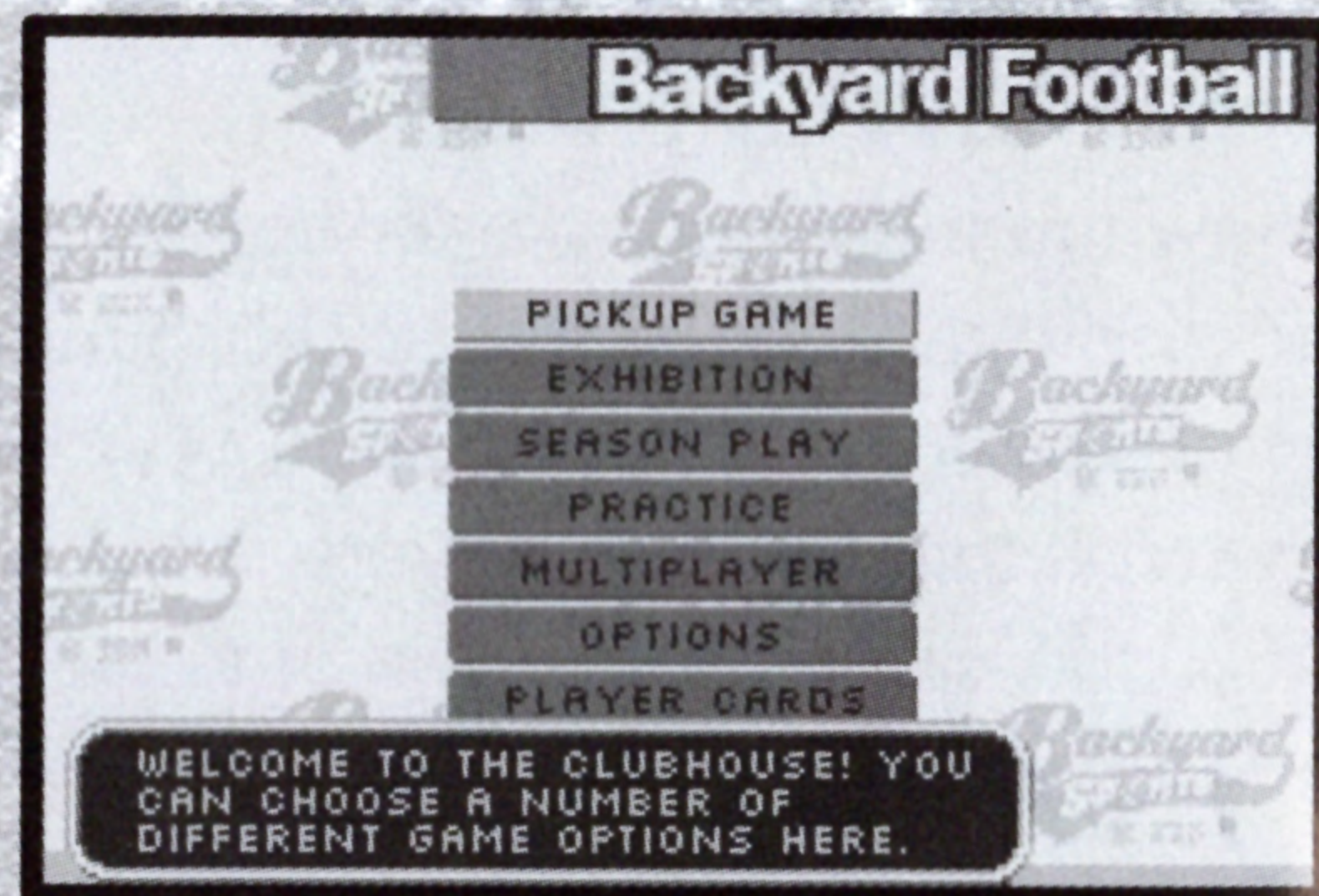
Distribute the total skills points across the skill options. Your custom player gains experience as he or she plays more games. At certain milestones, the custom player earns more skill points to add to the individual skill options of your choice.

INFO

Press SELECT to bring up information for further explanation. Press SELECT again when you're done reading the tip.

DIFFICULTY LEVEL

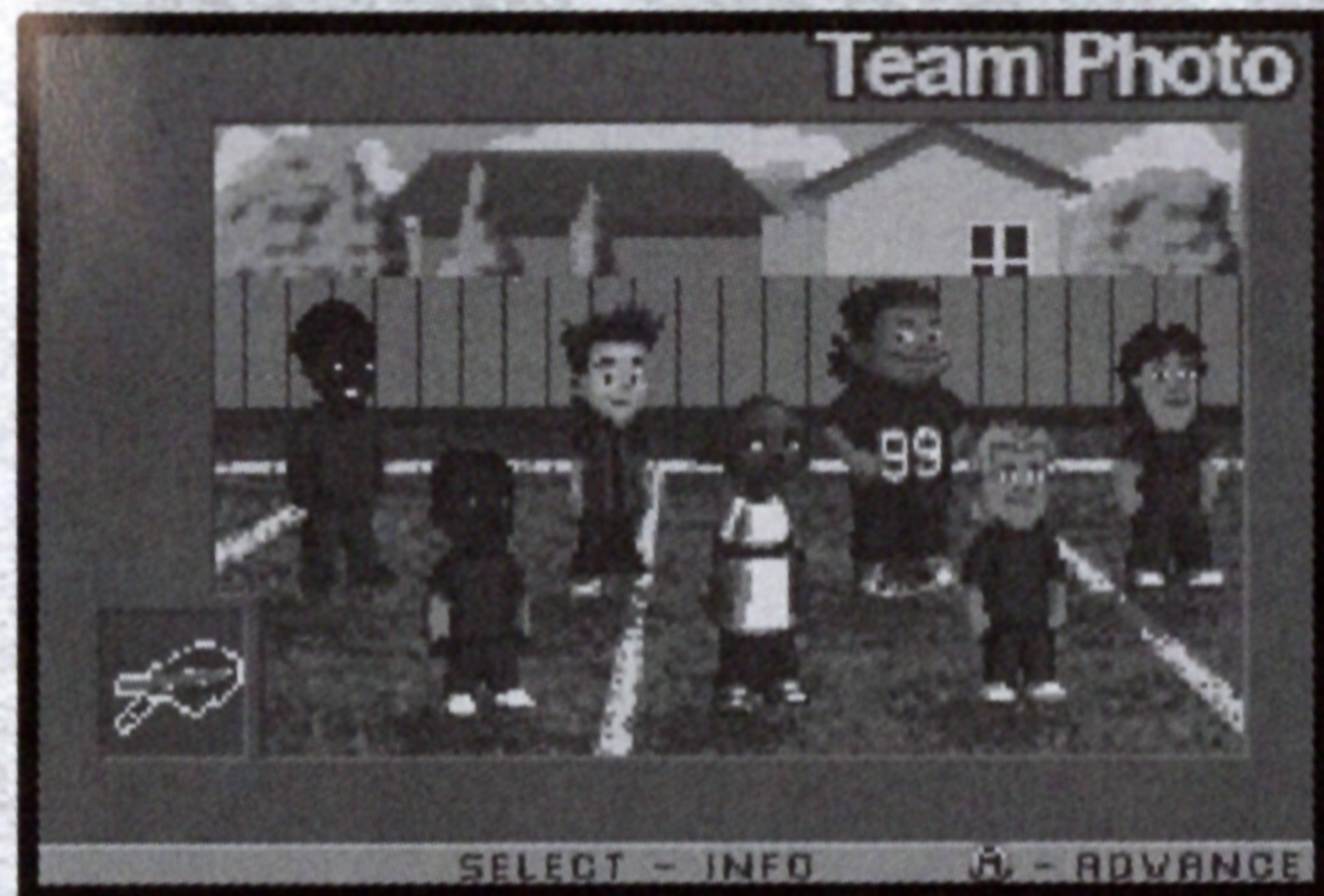
The following settings are pre-set depending on what difficulty level you choose, but can be toggled independently.



SETTING	DESCRIPTION	DIFFICULTY DEFAULTS		
		Easy	Medium	Hard
Power-Ups	Teams earn special "power plays" by accomplishing certain tasks	ON	ON	OFF
Fatigue	Players tire over course of the game	OFF	OFF	OFF
Turnovers	Offense cannot fumble ball or throw interceptions (Defense drops passes instead)	OFF	ON	ON

LEATHER OR LACES

In Exhibition and Multiplayer mode, you will play Leather or Laces to see whether you or your opponent chooses a team first. A Backyard Kid spins the football around and stops with one hand covering the top. Now it's your turn to guess what's underneath that hand: just leather, or the laces of the football. If you guess correctly, you get to choose your players first and your opponent gets to choose second.



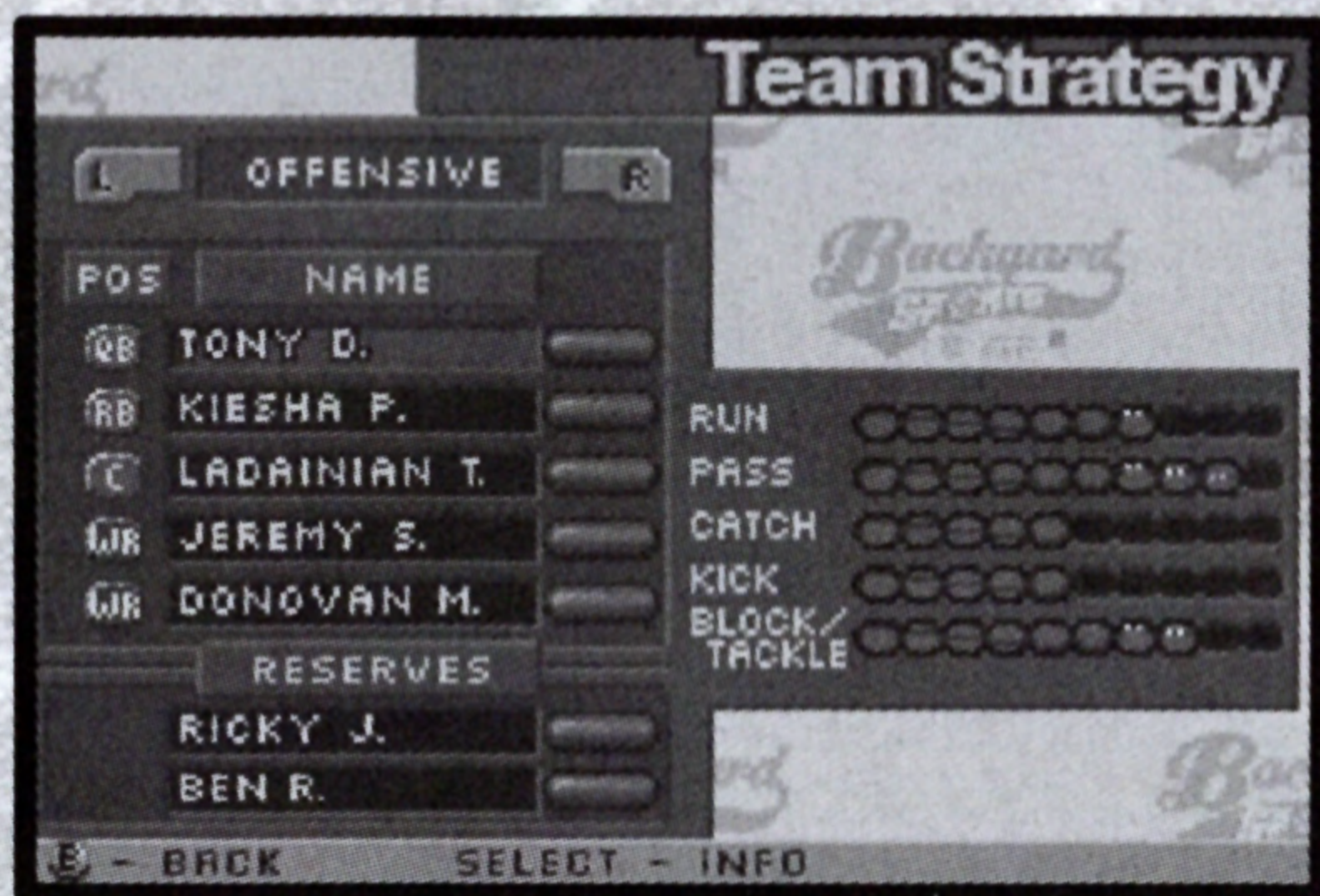
TEAM PHOTO

Once your full team is chosen, you'll see a picture of all of your players in uniform.

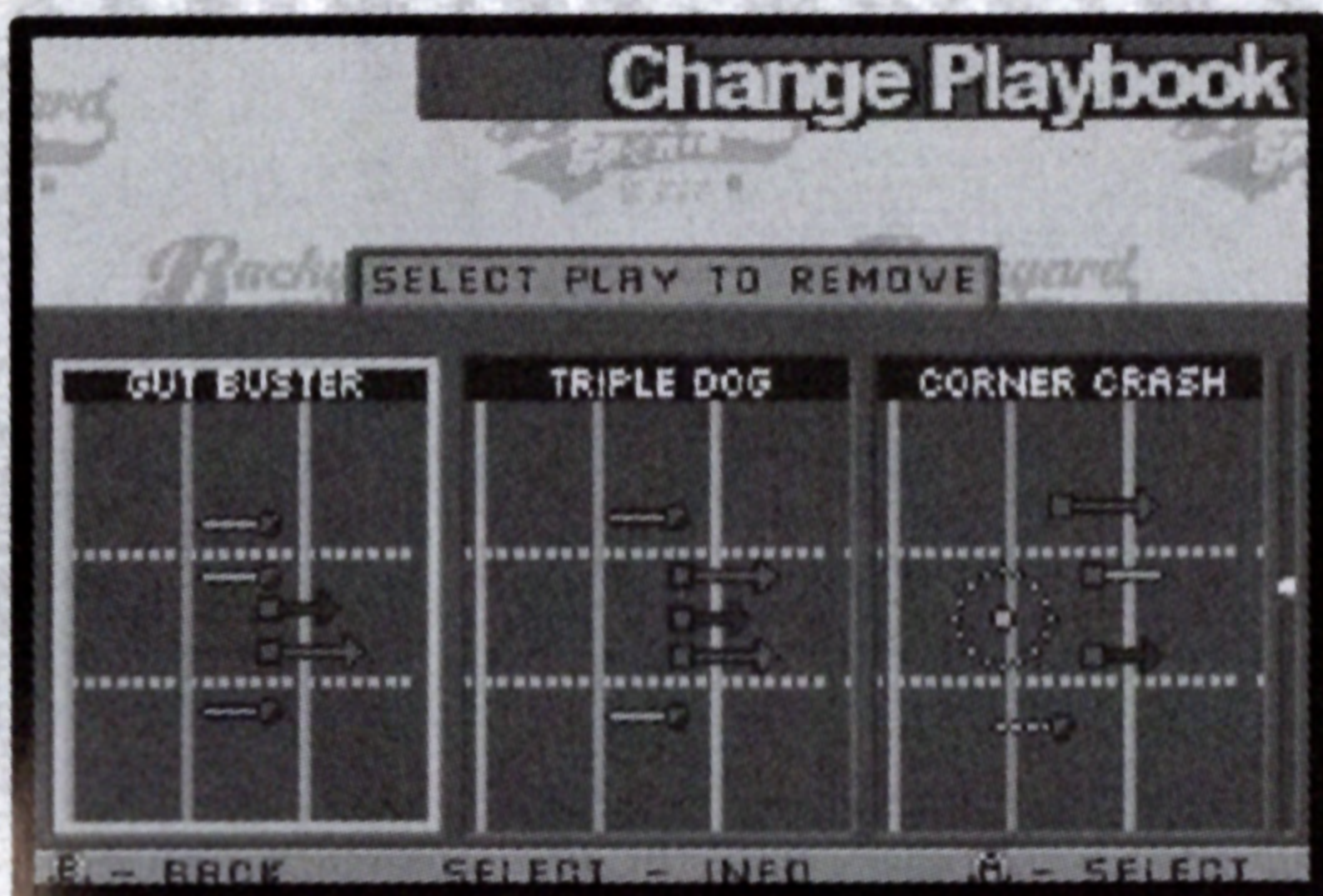
TIME OUT OPTIONS

Team Strategy

To substitute players, use the + Control Pad ↑ and ↓ to highlight the player you want to move, then press the A Button to select that player. Use the + Control Pad to move the player to another position.



Press the A Button again to de-select the player. **Note:** The other players will move down below the moved player, in the same order as before. The green bar indicates fatigue, which is only applicable if turned ON from the Difficulty Level screen. From this screen, press the L Button or the R Button to scroll between Defensive, Offensive, Kicking, and Kick Return rosters.



Change Playbooks

Choose your plays from the Offense, Defense, Kicking, and Kick Return playbooks.

PLAYBOOK CONTROLS

KEY

ACTION

+ Control Pad ↑ and ↓	Scroll through the pages of plays
+ Control Pad ← and →	Scroll through the plays on the page
A Button	Select highlighted play
START	Time Out (to Strategy/Playbook screen)
R Button	Flip Play (vertically)

TEAM STATISTICS

OFFENSIVE PASSING		OFFENSIVE RECEIVING	
G	Games	G	Games
CMP%	Completion Percentage	REC	Receptions
ATT	Pass Attempts	YDS	Total Receiving Yards
CMP	Pass Completions	AVG	Yards Per Reception
YDS	Total Yards	LONG	Longest Reception
TD	Touchdowns	TD	Touchdowns
LONG	Longest Pass		
INT	Pass Interception		

OFFENSIVE RUSHING**DEFENSE**

G Games

YDS Yards Rushed

AVG Yards Per Rush

LONG Longest Rush

TD Touchdowns

FMBL Fumbles

G Games

TCK Tackles

INT Interceptions

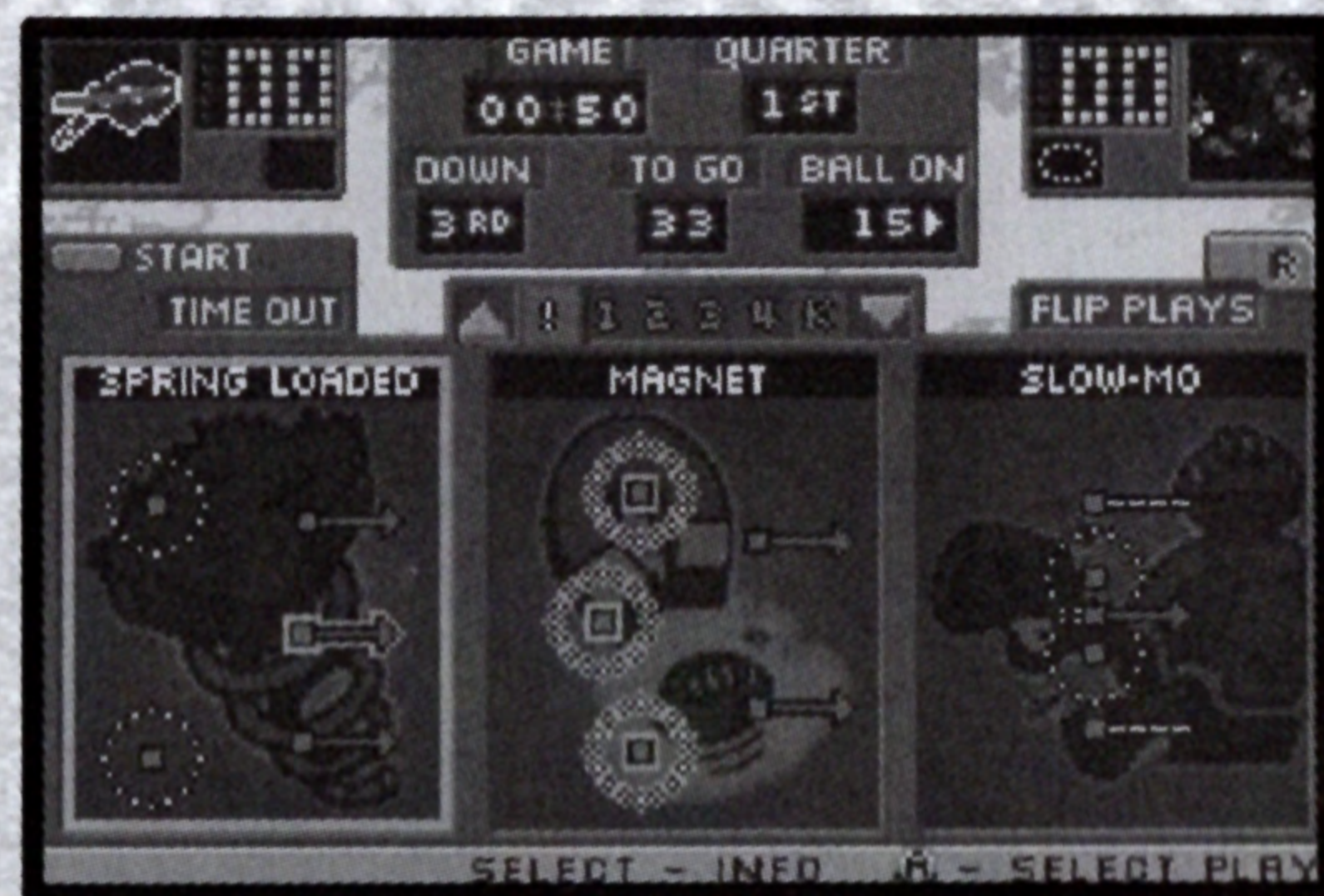
FREC Fumble Recoveries

D TD Defensive Touchdowns

SFT Safeties

POWER PLAYS

Power plays are special plays awarded to you for excellent gameplay. For example, use the Sonic Boom to knock over the defense for a few seconds, making it easy for you to run through them unopposed. Or use the Leap Frog to jump super high into the air and over your opponent, landing safely a few yards downfield. Be sure to toggle to the playbook tab marked with an exclamation point [!] to view the Power Plays you've earned.



BACKYARD RULES

The objective of Backyard Football 2007 is to score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

Possession

Home team determines order of possession. The Home team receives the kickoff in the first half, and the Away team receives the kickoff to begin the second half.

The kicking team kicks off from its own 30-yard line.

A ball that is fielded in the opposing end zone can be downed for a touchback. In that case, the ball is given to the offensive team at the 20-yard line.

The offensive team has four chances or "downs" to advance the ball 20 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the defensive team's 20-yard line, the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 20 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to kick a field goal or punt to the defensive team on the fourth down. If a field goal is missed from outside the defensive team's 20-yard line, the opposing team receives possession at the last spot of the ball. If a field goal is missed from inside the defensive team's 20-yard line, the opposing team receives possession at the 20-yard line.

BACKYARD RULES (cont.)

Number of Players

Each team consists of seven players. On the field, play is five-on-five. The two remaining spots on the roster are for reserves that may be used as substitutes for players on the field.

Time

The game is divided into four quarters.

The game clock stops after every play.

A traditional digital countdown clock keeps time.

If the score is tied at the end of regulation play, the game will go into Sudden Death Overtime. Possession is given to to the Home team. Time is not kept and the game continues until a team scores, winning the game.

Passing

An offensive player can only pass the ball from behind the line of scrimmage on passing plays. Only one forward pass is permitted per play.

All forward passes that touch the ground are considered dead.

Running/Receiving

All players are eligible to receive a pass. The center is eligible only when he or she is beyond the line of scrimmage.

The ball is spotted at the farthest point it was advanced when the ball carrier's knee/back/bottom touched the ground.

A player must have at least one foot in bounds when making a reception. Otherwise the pass is ruled incomplete.

BACKYARD RULES (cont.)

Turnovers

A ball that is dropped by a ball carrier is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

Fumbles may be advanced by the recovering team.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team.

However, any kickoff or punt that is first touched by the kicking team but not "downed," can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

Penalties

Penalties will neither be allowed nor assessed.

Scoring

Touchdown – One touchdown equals 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point.

Point After Touchdown (PAT) – After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 5 yard line. A PAT can be scored by kicking an Extra Point Field Goal for 1 point, or by running/passing the ball into the end zone for a conversion equalling 2 points.

Field Goal – The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety – One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone or (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

HUMONGOUS WEB SITE

Check out new games, contests, and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & Canada)

Help Via Email

If you are experiencing technical problems with ***Backyard Football 2007*** and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at **www.backyardsports.com** to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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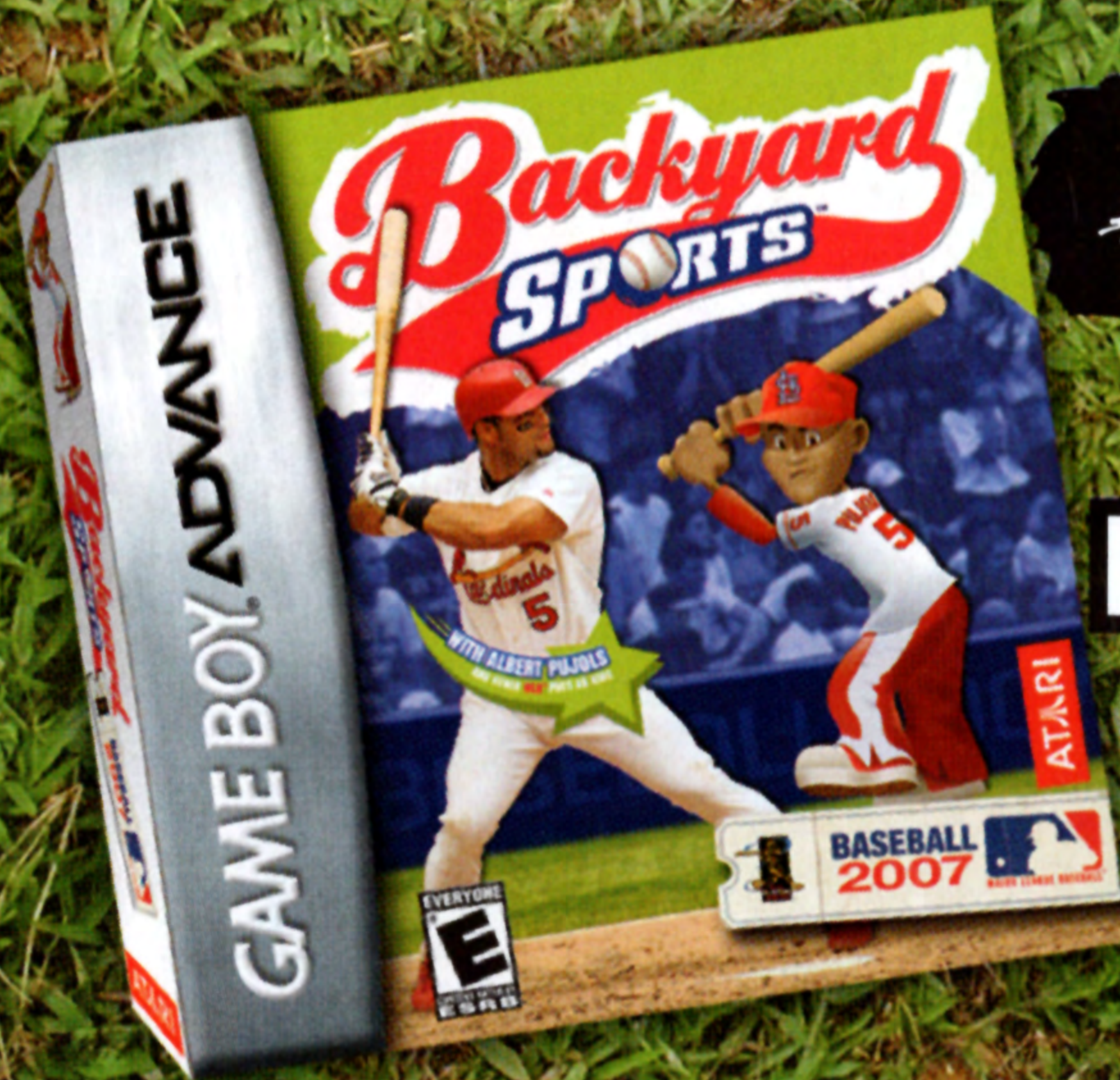
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